

Wild Magic Surge

A d100 Table for Wild Magic Sorcerers and Random Magical Effects

When playing a wild magic sorcerer long term, a player soon begins to encounter repeats when rolling on the 50 option table presented on the Wild Magic Surge table in the Players Handbook. This table adds an additional 50 wild magic effects which have been designed to preserve and maintain the balance of the original table. You can also use this as a table to roll random magical effects for any other purpose you may have in your campaign.

by ETHAN DILL



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Wild Magic Surge

d100	Effect	d100	Effect
1	Your magic backfires and you drop to 0 hitpoints and fall unconscious.	26	An eye appears on your forehead for the next hour. During that time you have advantage on any Wisdom (perception) checks that rely on sight.
2	Roll on this table for each of your turns for the next minute, ignoring this result in subsequent turns.	27	For the next hour you can only speak 1 language and can only understand 1 different other language. Roll 2d12. The first d12 is the language you speak and the second is the one you understand. If you roll the same number for the second roll, roll again until you get a different result. 1- common, 2- giant, 3- goblin, 4- draconic, 5- elvish, 6- infernal, 7- dwarvish, 8- orc, 9- gnomish, 10- deep speech, 11- primordial, 12- celestial
3	For the next minute when you attempt to speak you must sing.	28	Your mind is quickened and everything around you seems to move in slow motion. For the next minute, all of your spells with a casting time of 1 action have a casting time of 1 bonus action.
4	Your focus expands and for the next minute you can see any invisible creatures to which you have line of sight.	29	Your biological sex is reversed and your physical features change to match. All changes reverse after 24 hours.
5	You cast <i>Stinking Cloud</i> centered on yourself.	30	You teleport up to 60 ft. to an unoccupied square of your choice you can see.
6	A Modron chosen and controlled by the DM appears in an unoccupied square within 5 ft. of you and disappears after 1 minute.	31	An Imp controlled by the DM appears in an unoccupied square within 5 ft. of you. It vanishes 1 minute later.
7	For the next hour, all objects not being worn or carried that you touch turns to gold. Unfortunately, the effect reverses and all touched objects revert to their original materials when the hour is up.	32	You are transported to the Astral plane until the end of your next turn, at which time you return to the space you previously occupied or the nearest unoccupied space if it is occupied.
8	You cast <i>Fireball</i> as a 3rd level spell centered on yourself.	33	You cast <i>Stoneskin</i> on yourself
9	You cast <i>Blink</i> .	34	Your raw magic feels too powerful to control and you know that your next strike will certainly be lethal. Maximize the damage of the next damaging spell you cast within the next minute
10	You cast <i>Magic Missile</i> as a 5th level spell.	35	You cannot lie for the next hour. If you attempt to tell a lie, your mouth seals itself shut and will not open until the hour is up.
11	You hiccup uncontrollably for the next hour. When casting a spell with a verbal component, you must succeed a DC 10 Constitution saving throw to cast the spell without being interrupted by your hiccups. If a failed save causes the spell not to trigger, you do not expend the spell slot.	36	Roll a d10. Your age changes by a number of years equal to the roll. If the roll is odd you get younger (minimum of 1 year old). If the roll is even you get older.
12	Roll a d10. Your height changes by a number of inches equal to the roll. If the roll is odd you shrink, if it is even you grow.	37	A random creature within 30 ft. of you falls madly in love with you for the next 24 hours.
13	Roll 2 more times on this table. Both effects trigger simultaneously. Ignore this result and roll again if you roll this number again on one of those two rolls.	38	1d6 Flumphs controlled by the DM appear in spaces within 60 ft of you and are frightened by you. They vanish after 1 minute.
14	You cast <i>Confusion</i> centered on yourself.	39	Your ears grow as large as dinner plates and you have advantage on Wisdom (perception) checks involving hearing. Both effects fade after 1 hour.
15	You cast <i>Enlarge-Reduce</i> on a random creature within range (including yourself). Once the creature has been determined, roll a d20. On an odd you cast the spell as <i>Enlarge</i> and on an even you cast it as <i>Reduce</i> .	40	You suddenly feel your wounds stitch themselves back up. You regain 2d10 hitpoints.
16	You feel a refreshing energy well up within you, invigorating you and stitching your wounds shut. For the next minute you regain 5 hitpoints at the start of each of your turns.	41	Time stops for you and all creatures in a 10 ft. radius around you for 1d4 rounds.
17	You cast <i>Banishment</i> on a random creature within range.	42	You turn into a potted plant until the start of your next turn. While a plant you are incapacitated and have vulnerability to all damage. If you drop to 0 hitpoints your pot breaks and your form reverts.
18	You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode from your face.	43	Your shadow vanishes. It does not return unless you roll this result again.
19	You grow roots and cannot move for 1d6 turns.	44	For the next minute you can teleport up to 20 ft. as a bonus action on each of your turns.
20	You cast <i>Grease</i> centered on yourself.	45	You feel a modicum of control over your magic returning. You regain half of your expended sorcery points.
21	You forget how to read and write any languages you know for 1d4 days. If you are already illiterate, you suddenly find yourself able to read common for 1d4 days.	46	You cast <i>Levitate</i> on yourself
22	You feel as if luck is on your side and your next spell will certainly succeed. Creatures have disadvantage on saving throws against the next spell you cast in the next minute that involves a saving throw.	47	You feel power well up within you, but with each spell you cast you feel the magic building up inside you waiting to explode. All spells you cast for the next minute deal double damage. When that minute is over, you take half of the damage you dealt during that minute.
23	You cast <i>Slow</i> centered on yourself. The 6 affected creatures are chosen randomly if there are more than 6 creatures, including yourself, in the affected area	48	A unicorn controlled by the DM appears in an unoccupied square within 5 ft. of you and disappears after 1 minute.
24	Your skin turns a vibrant color. A remove curse spell can end this effect. Roll a d6. The number determines the color. 1- blue, 2- lime green, 3- hot pink, 4- yellow, 5- purple, 6- red.	49	Flowers sprout from your ears and nose. They do not grow back once trimmed.
25	You cast <i>Call Lightning</i> centered on yourself.	50	You can't speak for the next minute, when you try, pink bubbles float out of your mouth.

d100	Effect	d100	Effect
51	3d10 gems leap forth from your mouth. Each one is worth 1d6 gold pieces.	76	Each creature within 30 ft. of you takes 1d10 necrotic damage. You regain hitpoints equal to the sum of the necrotic damage dealt.
52	A spectral shield hovers near you for the next minute granting you a +2 AC and immunity to magic missile.	77	For the next minute, your intelligence, wisdom, and charisma scores become 6 (mod -2) and your strength, dexterity and constitution scores become 20 (mod +5).
53	You grow an extra limb. The limb dangles limply, occasionally mimicking the movement of other nearby limbs. The new limb sprouts from your shoulder in the case of an arm or his hip in the case of a leg but the DM decides which happens. The limb does not affect your equipment, provide additional attacks, or affect most in-game situations, but a DM might rule that the limb provides some circumstance penalties in social situations. This affliction can be removed with a <i>Remove Curse</i> spell or other similar magic.	78	You cast <i>Mirror Image</i> .
54	You are immune to being intoxicated by alcohol for the next 5d6 days.	79	You let out a thunderous belch. All creatures in a 15 ft. radius must make a Constitution saving throw against your spell save DC or be deafened.
55	You cast <i>Earth Tremor</i> at 4th level.	80	You cast <i>Fly</i> on a random creature within 60 ft. of you.
56	For the next minute, any flammable object you touch that isn't being worn or carried by another creature bursts into flame.	81	You cast <i>Animate Objects</i> on 1d10 random objects within the range that are not being worn or carried. For each object, roll a d20. On an even roll the object will take orders from and fight for you. On an odd roll the object cannot be tamed and will fight whatever creature is nearest.
57	You forget everything that happened in the last 1d10 minutes.	82	You become invisible for the next minute. During that time other creatures cannot hear you. The invisibility ends if you attack or cast a spell.
58	The wild magic within you refills your spent arcane prowess. You regain your lowest level expended spell slot.	83	You cast <i>Darkness</i> centered on yourself.
59	You are intoxicated (as if you drank far too much ale) for the next 1d4 hours. Any penalties or benefits imposed are at the DM's discretion.	84	You can see your lifeline before your eyes and for a moment you are emboldened because you know you will not die this day. If you die within the next minute you immediately come back to life as if by the <i>Reincarnate</i> spell.
60	For the next minute you must shout when you speak.	85	1d4 Mephits chosen and controlled by the DM appear in unoccupied squares within 15 ft. of you.
61	A cloud appears over your head with a 10 foot radius. It snows over you for the next hour.	86	Your size increases by one size category for the next minute.
62	Up to 3 creatures within 30 ft. of you take 4d6 lightning damage.	87	You cast <i>Sleep</i> at 4th level centered on yourself.
63	You cast <i>Hypnotic Pattern</i> centered on yourself.	88	The skin of you and everyone around you swells and inflates. You and all creatures within 30 ft. of you gain vulnerability to piercing damage for the next minute.
64	You are frightened by the nearest creature until the end of your next turn.	89	Next time you are hit by an attack within the next minute you cast <i>Shield</i> .
65	Your hair and eyes change colors. Roll 2d6. The first d6 determines your hair color: 1- black, 2- brown, 3- blonde, 4- purple, 5- green, 6- white. The second d6 determines your eye color. 1- black, 2- white, 3- gold, 4- pink, 5- red, 6- rainbow. This effect can be removed with a <i>Remove Curse</i> spell.	90	You are surrounded by faint ethereal music for the next minute.
66	Each creature within 30 ft. of you becomes invisible for the next minute. The invisibility ends on a creature when it attacks or casts a spell.	91	You cast <i>Web</i> centered on yourself.
67	You feel a surge of wild magic within you that threatens to overwhelm you if not released. Double all dice damage for your next spell attack that hits.	92	You feel for a moment as if a font of wild power lies within you. You regain all expended sorcery points.
68	A random creature within 60 ft. of you becomes poisoned for the next 1d4 hours.	93	You cast <i>Contagion</i> on yourself. Determine the sickness with a 1d6 roll. The effect spreads to any creature you touch before succeeding or failing the 3 saving throws.
69	For a moment, you tap into the plane of Limbo and borrow raw chaotic power not your own. The next spell you cast (up to 4th level) does not expend a spell slot.	94	Your hair falls out but grows back within 24 hours.
70	You cast <i>Polymorph</i> on yourself. If you fail the saving throw you turn into an animal for the duration. Roll 1d10, the roll determines the animal you become. 1- salmon, 2- cat, 3- frog, 4- rabbit, 5- dog, 6- raven, 7- mouse, 8- pig, 9- sheep, 10- bear	95	Your hands glow with black necrotic energy. You cast <i>Bestow Curse</i> on the next creature you touch within 1 minute. The effect is chosen randomly with a 1d4 roll.
71	You take on the illusory visage of death himself. Every creature that can see you must make a Wisdom saving throw against your spell save DC or become frightened by you until the end of your next turn.	96	You cast <i>Fog Cloud</i> centered on yourself.
72	Illusory butterflies and flower petals flutter in the air within 10 ft. of you for the next minute.	97	You cast <i>Alter Self</i> on yourself, growing claws, fangs, and horns as per the natural weapons portion of the spell.
73	You cast <i>Haste</i> on yourself.	98	Your magic bolsters your fortitude and for a moment you feel invincible. You gain resistance to all damage for the next minute.
74	You feel your innate magic quicken your movements. You can take one additional action immediately.	99	You glow with bright light in a 30 ft. radius and dim light for another 30 ft. for the next minute. Any creature that ends its turn within 5 ft. of you is blinded until the end of its next turn.
75	You cast <i>Spider Climb</i> on yourself. Your hands stick to any object that is not being worn or carried you touch for the duration of the spell.	100	You regain hitpoints, spell slots, hit dice, and sorcery points as if you had taken a long rest. Abilities from other classes are not regained in this way.